

# Garfield: Winter's Tail

## LOADING

ATARI ST: Place 'DISC 1' into your ST's main drive (A) with the power off, and then switch the power on. The game will load automatically, and you will be asked to insert 'DISC 2'. When this request happens take out DISC 1 and put DISC 2 in the drive, and press 'RETURN'. Winter's Tail will complete loading and start automatically.

AMIGA: Place the disc in the main drive of your computer and switch on. The game will automatically load and start.

## CONTROLS

This game is primarily controlled by joystick alone. Have your joystick inserted in the main joystick port (usually the one that your mouse is not using). The keys are used only for the following purposes:

SPACE BAR - pause the game

RETURN - restart the game once paused

ESC - restart the game without having the complete the current part

## A WINTER'S TAIL (or: A Midsupper Night's Dream!)

Its been a hard day for Garfield; he's spent the entire day, well since waking anyway (which wasn't that long ago ...) in the kitchen. The ice-box is now almost bare after some pretty hard work on his part helping John to reduce the house's food stocks ...

Garfield has fallen asleep in his box in front of the still open ice-box door and as the cools blasts from the ice-box waft over him he starts to dream ...

He dreams of the Alps ... and that reminds him of Northern Italy ... which reminds him of Lasagna! (hum... sounds like lunch). As his dream unfolds he is also reminded that Switzerland is just on the other side of the Alps ... which reminds him of chocolate (hum ... sounds like desert). But once in the Chocolate Factory of his dreams he learns of the mythical 'Chicken that Eats the Chocolate Eggs'! And the chase is on for Garfield to catch it!

## PLAYING THE GAME

The game begins in the kitchen. Garfield sleeps in his box, and you can see what he is currently dreaming in the 'dream bubble' above his head. When you first start the game this image he is dreaming of is the top of the Alps, and this is the first part of the game in which Garfield tries his hand (in his dream!) at skiing down-hill; down-hill that is in true Garfield style, and down to the world's largest Lasagna factory at the bottom of the ski run! If you move your joystick left and right when the game starts you will see that the image in the dream bubble changes to reveal other parts of his dream. One image is of a chocolate factory and the other is of a frozen lake.

The game has been designed so that if you want to complete it entirely and discover what happens when Garfield finally tracks down the mythical chicken then you will have to select the skiing to start with, and work through from that section to the Lasagna Factory, on from there to desert in the Chocolate Factory, and on from there to chase the Chicken across a frozen lake ... successfully get through all of this and you will end the game in a Swiss Village and at the final scene revealed only to successful players! But you can also select one of the three main sections of this game and go straight to it without playing the prior section. If you do this then you will miss out on your chance of getting to the final section in the village, but you can play your favourite section as many times as you like!

**SKIING:** Press the fire button when this image ('Alps') is in the dream bubble to enter this section. Garfield has to negotiate his way down the hill, avoiding as much as possible, or jumping over it, and keeping his energy up in the process by eating the food being held by the spectators that line his way! Use the left and right motion of your 'stick to guide Garfield, and use the fire button to jump over things. To use the actual ski jumps you will have to time your pressing of the button carefully to coincide with the very end of the ramp (and get him well lined up too!). To eat the food just push the joystick in the direction of the spectator whilst also pressing the fire button. If you are close enough you will get the food. But not too close! Look out for Odie; he will appear and if you are not careful he will steal that precious food before you can! You have some control over Odie's movement, and total control when Garfield is jumping on a ramp. So steer him well clear!

**LASAGNA FACTORY:** If you get down the slope without waking up (keep your eye on the Garfield face showing the energy level), and if you properly jump the final large ramp, then Garfield will crash land through the roof of the Lasagna Factory! Once in the factory you will find the lasagna production line, and once there it is a matter of eating as much as possible (before Odie appears to mark 'Dessert Time'). To eat just push the joystick left and right as fast as possible ...

**CHOCOLATE FACTORY:** You can get here either by completing the Lasagna Factory section (in which case you'll probably begin with more energy), or by going straight to this part by selecting the correct image in the initial dream bubble. Press the fire button to select this image. Once here you can see the problem! The factory is a maze of platforms, escalators, poles to slide down, and elevators to take from level to level. What's more there seem to be tens of red pipes everywhere! These pipes carry liquid chocolate. By pressing the red buttons which correspond to each junction in the pipes (you'll have to decide which button is which!) you can change the flow of the chocolate through that junction. See the arrow on the meter at each junction. As you go around you'll find various mechanical chickens.

Garfield has to switch all of the meters the correct way to ensure that each of the mechanical chickens has a supply of chocolate (you'll see ... they'll start laying eggs). Once all of these chickens are laying then and only then will you be able to get in to the elevator by the control room and so get to the floor where the mythical 'Chicken that Lays the Chocolate Eggs' is living. So where is the control room? You'll have to look. But do remember that Garfield needs to keep his energy up by eating from time to time. And look out for Odie - he'll steal the food if you're not careful, and what he'll do when you get in an elevator from time to time isn't fair ... ! So you might try kicking Odie off the screen to keep the dumb dog out of the way. Successfully find your way to where THE Chicken is and you'll find yourself on to the next part of Garfield's dream ... the frozen lake!

**THE LAKE:** You can either get here from the chocolate factory (if you complete it in the time!), or you can come straight here from the initial screen by selecting the lake image with your fire button. The lake is an enormous maze. The chicken has escaped across the lake leaving a trail of chocolate footsteps for Garfield to follow (and eat as he goes!). Your joystick controls Garfield's movements, and the fire button makes him jump (he can't jump over everything ...). (Hint hint: try to use the joystick to change his direction rather than 'steer' him). Garfield must find his way to the other side of the lake before he runs out of energy (and wakes up!). Try to stay out of the water (he'll wake with a fright!), and look out for food around to collect, and, well, as few surprises too. Wait around on the spot for a moment and you'll see what I mean!

**THE SWISS VILLAGE:** You can only get here if you complete all of the above sections ... and you'll have to wait and see how he finds the Chicken in the end!

#### CREDITS:

Graphics for ST/AMIGA - Jack Wilkes

68000 coding for ST/AMIGA basis - Steve Cargill

Game Design - Tim/Cheri/Jack/Steve and thanks to the whole team at The EDGE

Thanks also to Linda Sissoms, John Sinfield, Katie Williams, Nancy Schmidt, Leigh-Anne Brodsky, Alex Davis ... and especially to Jim.

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16-Bit 16-Bit 16 Bit

# TOKEN

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